

Art Unit: 2186

loading the translation into a translation lookaside buffer (TLB) on the source node

9. **Claim 9 is now amended to be:**

9/ 4. (~~Previously Presented~~ Currently Amended) The system of claim 3-6, wherein the ERTT header at a well known location to one or more nodes used by an application.

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10. **Claim 11 is now amended to be:**

11. (Currently Amended) A computer-readable medium having computer executable instructions for executing a method for translating a virtual memory address into a physical memory address in a multimode system, the method comprising:

maintaining a remote translation table (RTT) to store virtual to physical memory translations;

initializing-maintaining in a generally accessible memory an emulated remote translation table (ERTT) segment to store virtual to physical memory translations, wherein the RTT is in a different memory from the ERTT;

providing the virtual memory address at a source node;

determining that a translation for the virtual memory address does not exist;

determining that the ERTT is to be used to translate the virtual memory address and

that the RTT is not to be used to translate the virtual memory address, wherein

determining that the ERTT is to be used includes determining that the source node is operating in a kernel mode;